

hile the names of the tours may seem familiar, this second edition offers all new Mysteries and Curiosities that abound in your backyard arroyo. We have also added a new tour, the Spacecraft Development tour, that takes you to some of the different buildings on Lab that are instrumental in the development and construction of a mission.

Although these Curiosities are listed in recommended walking order, feel free to mix and match along the way. And as you walk, remember the Lab Director's favorite Emerson quote, "Do not go where the path may lead. Go instead where there is no path, and leave a trail."

Signs of Life

They may not wear lab coats or design spacecraft, but the wildlife that shares JPL's 177-acre campus is also part of its culture along with the human inhabitants. The Lab was built from the arroyo, or dry creek, up into the side of the San Gabriel Mountains. Lab employees learn quickly that they are simply

allowed the courtesy of sharing the land." —JPL 101

Mule Deer (1) Bobcat Ring-tailed Cat Tree Squirrel **Ground Squirrel**

NOCTURNALS Coyote Opossum Gray Fox Mountain Lion

BIRDS REPTILES Red-tailed Hawk Garter Snake Great Horned Owl 6 Gopher Snake Blue Jay King Snake Peregrine Falcon Rattlesnake Least Bell's Vireo Western Fence Lizard (2) Coastal California

INSECTS Black Widow Tortoise Beetle

TREES Australian Fire Wheel (7) Praying Mantis (3)
Dragonfly (4) Olive Tree Coral Tree

Scented Eucalyptus (8) Brazilian Pepper Tree California Sage Brush 5
Golden Currant

Dawn Redwood Tree
Silk Floss Tree 9 Golden Currant



Take your lunch to one of these locations or refresh, revive, and renew during a break.

Duration: 10-15 minutes Distance/Level: .33 miles / Easy



Forgotten Cafeteria Who forgot it; I forget. What's on the menu; I don't ember. Where is it; better check the map.



Building 190 Out There



In the spirit of Voyager 1, leave the gravitational pull of 301 and enjoy a break or meal on this succulent patio. Building 301, across from Conference Room 169



Building 321, 6th Floor (near Conference Room 617)

Countdown to relaxation, scenic views, and free oxygen.



OUTER RINGS For those Mysteries and Curiosities that are literally off the map.

Duration: N/A Distance/Level: N/A



Softball Field It's not possible to strike out in the C League, either at bat or with team names like the L.A. Radars and the Eclectic Eccentrics. C League at Hahamongna Park (pictured), B League at Loma Alta Park in Altadena



Space Sign Artist Richard Ankrom would be proud. Located above the deer crossing sign, outside the



Devil's Gate Trail However, if you want to sleep through the night, do not google JPL Devil's Gate. head located above the (old) east parking lot.



Below you'll see the steps in the development and construction of a spacecraft. While each mission is unique and has different requirements, most spacecraft will pass through these buildings. Duration: 25-35 minutes Distance/Level: 1.22 miles / Hard

1. CONCEPTUAL DESIGN AND DEVELOPMENT Building 301: Left Field

Where most ideas come from...Left Field. See the unending whiteboard space, sticky notes, toys, and trinkets that fuel inspiration. A place where no idea Building 301, across from Conference Room 169

2. PROPOSAL PHASE

Building 301: Team X After a concept is approved, it moves into Building 301 as the team prepares an official proposal. A great place to see this process in action is in Team X. Building 301, 168

3. PROPOSAL APPROVED

Building 321 However, once NASA authorizes a project to be discovered to the lateral desired during Building 321 where the project offices are located during its development process. 3-2-1, Liftoff!

4. TESTING Building 302: Electronics (Microdevices)
Where the guts of the electronics and instruments are tested and developed.

Building 317: Guidance and Control Testing in this building includes mechanical, thermal, telecom as well as navigation and control.

Building 125: Plumbing and Water Tests
Simulates decent stage propulsion with water.

Building 150: Environmental Testing II Thermal vacuum testing takes place in the 25-foot space simulator, which is also on the National Register

Building 144: Environmental Test I 44. Here you will find the shaker tables and acoustics for

dynamics testing. 5. SPACECRAFT ASSEMBLY

of Historic Places.

Building 179
Here is where it all comes together: post-environmental testing, pyro and systems testing, as well as computer

6. LAUNCH

Building 264 As the project moves towards launch, the team will move from 321 to 264. Most of the flight operations happen in 264 but some projects, like MSL, are in 230.

in-put and out-puts are tested and assembled.

UNCLASSIFIED

These interesting locales didn't fit in anywhere, so we gave them a category all their own.

Duration: 15-20 minutes Distance/Level: .75 miles / Medium



The Eternal Holiday Tree
All holidays, all year round, viewed through a Building 111, B26A



Malkovich, Malkovich, Malkovich. Building 300, Between the 2nd and 3rd Floor (main stairs)

Door to Nowhere Work place for John Lennon's Nowhere Man. Building 157, 206



The Wrigley Field Bus Stop Covered in ivy with only its schedule and sign peeking through the leaves, this jewel of a bus stop distinguishes Next to Building 291

ART WALK

Explore the Lab's creative side by taking a visual field trip.

Duration: 15-20 minutes Distance/Level: .42 miles / Medium



Polymath Passage Invocative of de Vinci, this polymath passage draws its anthropomorphic inspiration from parallels between the human form and technological innovations.

Building 264, 4th Floor (pay attention to the elevator door

on the right)

The Critical Eye Neil Degrasse Tyson is to James Cameron's star field in



itanic as an anonymous JPLer (who left a post-it note correction for the artist) is to the root line of the equation in this painting. The artist acquiesced and extended the line, thereby validating the equation.



Building 301, 1st Floor (the painting near the elevators) Scattered throughout the Lab one can find all sorts of "Readymade" sculptures. Where is your favorite

Beside Trailer 1712, next to the yellow ladder along the concrete wall (or wherever your imagination takes you)

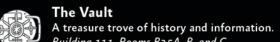
TIME TRAVEL

Adventure to distant places without leaving JPL Duration: 15-20 minutes Distance/Level: .46 miles/Easy





in Madrid, JPL honors its extraordinary. Building 180, 1st Floor Conference Room



Building 111, Rooms B25A, B, and C

Timeline of Firsts From Greek philosophers, 6th grade history teachers, and a superhero's uncle, everyone agrees that to know the future one must know the past.

Building 321, 6th Floor (head towards Room 628)

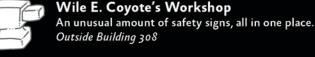


Telephone Booth nagine the last time you stepped into a telephone booth. Poof! You've traveled back in time.

SAFETY EXCERCISES

There's plenty of safety and plenty of exercise on this tour.

Duration: 10-15 minutes Distance/Level: .35 miles / Hard going up, Easy coming down.



Outside Building 308 Mountain Goat Stairs

If Rocky trained here he wouldn't have lost to Apollo Behind Building 313

SPACES OF WONDER

Odd space-themed locales, even by JPL standards Duration: 25-35 minutes Distance/Level: 1.2 miles / Hard



Planetary Protection
All of the Planets, All of the Time! JPL's Planetary Protection group conducts their research and develops flight project implementation strategies in facilities at this location. The Space Microbiology Lab hosts the Planetary Protection Archive housing ~3,500 microbial isolates dating back to the Viking era.

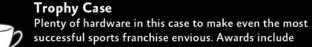
Ion Lab

Marked by its retro JPL logo, the Electric Propulsion Lab contains a large vacuum tank used to test ion engines. When turned on, these engines produce a trial of blue xenon ions that glow like a light saber.



Loan Pool

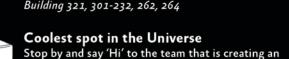
Unlike your neighbor's tools, these must be returned.
The Loan Pool "recommends and provides general
purpose and test equipment for Lab wide use." Building 125, B10



successful sports franchise envious. Awards include two collier trophies, Jackson and Smithsonian awards as well as many others, both big and small. The awards themselves are objects of beauty and tell an interesting history of the Lab and its accomplishments.



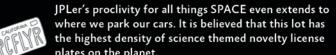
Mars in a Holodeck? Mission control in a browser? Spacecraft that think? Not science fiction here! Developers and designers gather in this collaborative space to push the boundaries of mission operations. Building 321, 301-232, 262, 264



Coolest spot in the Universe

tomic refrigerator, which will also be the coolest spot in the known Universe when it is sent to the Internaional Space Station in 2016. Building 298, 110A

PARKING SPACE



the highest density of science themed novelty license plates on the planet. Building 349

Disclaimer: Many of the Mysteries and Curiosities are in buildings that may require an escort or a background check to enter. These include Buildings 144, 150, 230, 264, 301, and 321. Please visit these Curiosities with a person who has proper access if entering the building. Plus, these tours are scientifically proven to be more fun when done with a colleague.